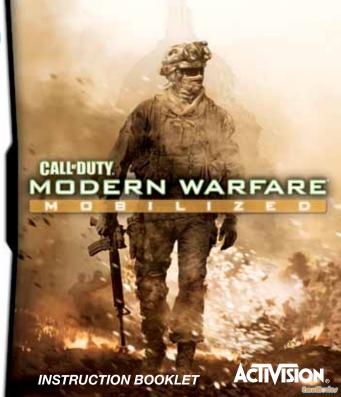


NINTENDOD



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

AWARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

• To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as
 hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause
 malfunctions of equipment, with resulting injuries to persons or damage to property.

▲WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such
 as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop
 playing and see a doctor.

▲WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- . Do not dispose of battery pack in a fire.
- . Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.



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A CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

IN-GAME DISPLAY

- Crosshair This is your aiming reticle. When cooking a grenade (hold the L or R Button down), the crosshair will pulse. At the end of the fourth pulse, the grenade will explode.
- **2. Ammo Counter** Indicates how much ammo you have remaining.
- Damage Indicator Red marker appearing near the edge of the screen, indicating which direction damage came from.
- **4. Grenade Indicator** Shows the direction of the grenade in your proximity.
- Weapon Shows your currently equipped weapon. To switch weapons in your inventory, touch the weapon icon and drag the stylus right.
- **6. Compass** Displays mini-map of the environment.
- Enemy Marker Indicates the enemy's position on the compass (marked as red).
- 8. Friendly Marker Indicates friendly soldiers on the compass (marked as blue).
- 9. Objective Marker Indicates the location of the current objective.
- 10. ADS Icon Optional quick touch area for ADS (Aim Down the Sight).
- 11. Hand Marker This appears on screen when something is usable or available for pick-up. Touch to activate. When in close proximity to an enemy, the hand will change into a fist and melee action will be possible by pushing the Fire Button.

Note: The Action icon on the top screen appears when you can pick up a weapon.



ADDITIONAL CONTROLS

Using the Stylus – Use the stylus on the Touch Screen to move the reticle to the desired position and to look around you.

Changing Weapons – To switch weapons, touch and hold the weapon icon on the Touch Screen and drag the stylus to the desired weapon. When you pick up a new weapon, it will replace the weapon you currently have equipped.

ADS Mode (Aim Down the Sight) – To change between ADS Mode and shooting from the hip, touch the ADS icon. To exit, touch the ADS icon again, or press \uparrow , \uparrow on the +Control Pad. Additional ADS options are available in the Options menu

Using Grenades – Touch the grenade icon on the left side of the screen to equip a grenade. If you have two types of grenades, you may touch and hold the grenade icon and drag the stylus to the grenade you want to use. Press and hold **Fire** (**L** Button or **R** Button) to cook a grenade and release the button to throw it.

Sprinting – To sprint, press ↑, ↑ on the +Control Pad rapidly, or press the **X** Button twice.

Stance Up/Down – While standing, double-tap ↓ on the +Control Pad to Crouch. Repeat to stand back up. If you sprint while crouched, your stance will be automatically brought up. Pressing the B Button twice will also change your stance.

Reload – You can manually reload your weapon by touching the weapon icon on the Touch Screen once.

Action Icon – The Action icon appears on the Touch Screen when you can pick up something, throw back grenades or use something. Touch the Action icon to pick the object up when the hand appears on the Touch Screen.

Left-Handed Interface – Left-handed players can choose to toggle to a left-handed interface via the option menu discussed later. The icons will switch to the right side of the Touch Screen when this is selected.

SAVE SYSTEM

Call of Duty®: Modern Warfare®: Mobilized utilizes an automatic checkpoint save system to save Single Player games to your Nintendo DS™ memory card,

STARTING THE GAME

To start the game from the Main Menu, choose **Single-Player** or **Multiplayer**. From Single Player, you can select Campaign, Quickplay or Bonus Modes.

Training

Choose this option to play the training mission.

Campaign

Battle across the world's most dangerous hotspots to defeat the enemy forces hell-bent on throwing the world into chaos.

Quickplay

Choose this option to quickly jump into action. Quickplay allows you to select any Single Player level that has been unlocked in Campaign Mode.

Bonus Modes

Choose this option to select a Bonus gameplay mode.

WAR ROOM

Options

You may select this to tweak look and ADS sensitivity, to invert your Y axis, choose left-/right-handed controls, or change your sight mode.

Statistics

View your statistics for single and multiplayer. You can also view the awards earned.

Credits

View the game's credits.

Delete Saved Data

This will erase all data saved for the game.

MULTI-CARD PLAY

Call of Duty: Modern Warfare: Mobilized includes support for up to six players in Wireless Mode. The players must be in close proximity to play multiplayer games. Use these instructions to begin a multiplayer game:

From the Main Menu, select **Multiplayer**, then either **Local Multiplayer** or **Nintendo Wi-Fi Connection**

One player acts as the host, and the other players may join. The host can set the match time duration, match type, score limit, respawn time, choose the map and toggle friendly fire on or off before the game starts. Once the host has set up the game, other players can join. Your signal strength is indicated in the Lobby as small bars in the upper right corner of the screen.

NINTENDO WI-FI CONNECTION

Multiplayer

Call of Duty: Modern Warfare: Mobilized also supports for up to six players over Nintendo Wi-Fi Connection. You can connect with your friends through the friends list, or search for matches through worldwide matchmaking.

As your number of kills increase in Multiplayer, so do your available weapon options. New weapons are awarded with each faction at 50, 150, 300, and 500 kills.

Setup

Opens the Nintendo Wi-Fi Connect setup.

For additional information on the Nintendo WFC, setting up your Nintendo DS™, or a list of available Internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).





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